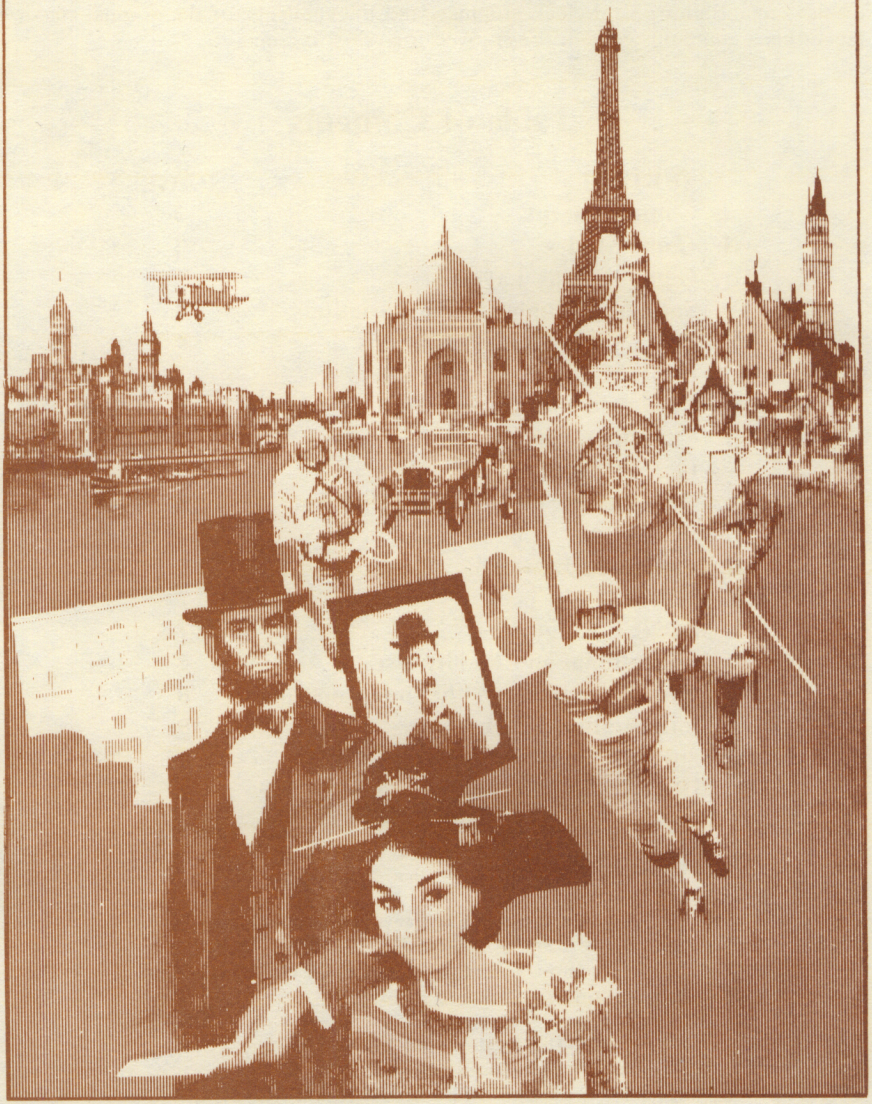
COMPUTER

FACTS IN FIVE ®



FACTS IN FIVE IS AVALON HILL'S TRADEMARK NAME FOR ITS MICROCOMPUTER GAME OF KNOWLEDGE

COMPUTER FACTS IN FIVE®

INTRODUCTION:

COMPUTER FACTS IN FIVE was inspired by the stimulating Avalon Hill game of knowledge. Literally fun for all ages, **COMPUTER FACTS IN FIVE** pits players against time—and each other. Professionally designed, the computer version adds new dimensions to this classic game by providing extensive options for solitaire and doubles play; unique options for controlling game difficulty; unique options for party play; and special input modes for educational and family use. User friendly displays, entertaining sand clock graphics, and the challenge of the original classic make this a computer game to be enjoyed for years to come.

Table of Contents

	SUBJECT	PAGE
I.	Game Concept	3
II.	Game Modes	3
III.	Game Display Layout	3
IV.	Solitaire/Doubles Game Variations	4
V.	Party Mode Game Variations	4
VI.	Party Mode—Special Features	5
VII.	Card Selection Concept	5
VIII.	Computer Version Card Selection	5
IX.	Letter Selection	6
X.	Opportunity To Redefine Alphabet	6
XI.	Key Words	6
XII.	Validating Entries	6
XIII.	Scoring	7
XIV.	BONUS Points	7
XV.	Educational and Family Use	8
XVI.	How To Interact With Your Computer	8
XVII.	Initialization Process	8
XVIII.	Special Computer Features	9
XIX.	Diskette Loading Instructions	9

microcomputer games
A Division of THE AVALON HILL GAME CO.
Baltimore, Maryland Printed in USA

©1982 The Avalon Hill Game Company
All Rights Reserved
Computer Program and Audio Visual Display Copyrighted

I. GAME CONCEPT:

Even with the many options and unique ways of modifying play, the concept of the computer game is remarkably simple.

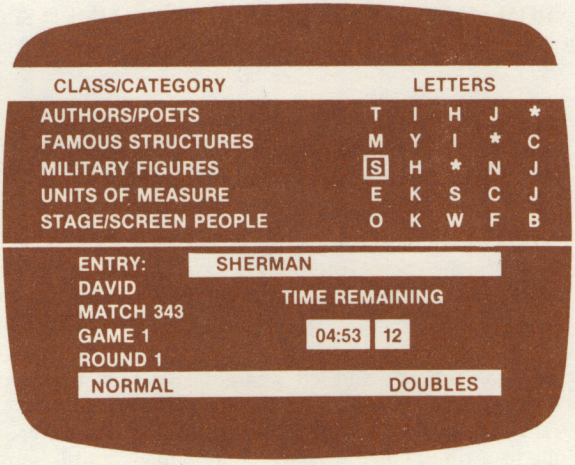
1. In each round, 5 classes and categories of subject matter are selected from more than 1000 choices of popular and academic subjects. Associated with each subject are 5 letters.
2. For each subject and letter, the player tries to respond with an answer that fits the subject and starts with the designated letter.
3. Pressure from the clock and a unique scoring system lends challenge to the game.

II. GAME MODES:

There are 3 basic GAME MODES for playing **COMPUTER FACTS IN FIVE:** SOLITAIRE, DOUBLES and PARTY modes. In SOLITAIRE and DOUBLES mode, the player(s) use the computer to enter and store answers. In PARTY mode, answers are to be entered on game sheets. If an 80-column printer is available, the computer can be used to print out each game sheet containing the selected subjects for the round.

III. GAME DISPLAY LAYOUT:

There are 5 major game variations available for each game mode. To understand the major game variations, let's look at the display layout used for SOLITAIRE and DOUBLES play.



Certain observations can be made:

1. Answers are always entered in an area near the bottom of the screen.
2. A large square highlights the desired letter.
3. The row position of the highlighted letter determines the desired subject.
4. TIME REMAINING is constantly being updated and displayed (i.e. 04:53).
5. In Timed-Entry modes, a fixed number of seconds is allowed for each answer. In these modes, this value (i.e. 12) is also displayed and updated.

IV. SOLITAIRE and DOUBLES game variations:

1. **NORMAL play**—all subjects and letters are displayed at the beginning of the round. The player may position the large square by use of the RETURN key or via the cursor control keys on the computer. Once an answer has been typed and accepted by hitting RETURN, that answer is stored in the computer and may not be changed later. The player may spend as much or as little time as he likes on each answer. The total time limit for all entries is normally 5 minutes. NOTE: This time limit may be increased or decreased during program initialization.
2. **SEQUENTIAL play**—In this variation, and all remaining ones, the subjects are displayed at the beginning of the round but the letters are kept hidden. Also no cursor controls on the keyboard are recognized. Sequential play implies that upon hitting the RETURN key, the large square will be positioned to the next letter for the current subject. If the letter was the last letter for the subject, the large square will be positioned to the first letter for the next subject. If the letter was the last letter for the last subject, the large square will be positioned to the first unanswered subject and letter. Once an answer has been typed and accepted by hitting the RETURN key, that answer is stored and cannot be changed later. The player may spend as much or as little time as he likes on each answer. The total time limit for all entries is normally 5 minutes.
3. **RANDOM play**—RANDOM play is identical to SEQUENTIAL play except that the next large square position is dictated by a predetermined random order. In other words, you just don't know what the next subject and letter will be.
4. **TIMED SEQUENTIAL play**—Unlike any of the previous options, the player is given only one chance to provide an answer for each subject and letter. In this mode, the player must be quick. 12 seconds per answer is all you get. Sufficient time to type your answers, but no time to dally. NOTE: The number of seconds per entry may be increased or decreased during initialization. The large square moves sequentially thru the field of letters.
5. **TIMED RANDOM play**—This variation is the same as TIMED SEQUENTIAL mode, except that the large square moves randomly thru the field of letters.

V. PARTY mode game variations:

PARTY mode also has five major game variations somewhat analogous to those in SOLITAIRE or DOUBLES mode. The major difference is that since answers are entered on game sheets, the players have no control via the RETURN key or cursor control keys. The 5 major game variations in PARTY mode are as follows:

1. **NORMAL mode**—all subjects and letters are displayed at the beginning of the round. Answers may be worked on in any order.
2. **SEQUENTIAL mode**—all letters are initially hidden. The letters are revealed sequentially one at a time. Once revealed, they remain on the screen. Answers may be given for any subjects and letters that are revealed.
3. **RANDOM mode**—all letters are initially hidden. The letters are revealed randomly one at a time. Once revealed, they remain on the screen. Answers may be given for any subjects and letters that are revealed.
4. **TIMED SEQUENTIAL mode**—all letters are initially hidden. The letters are revealed sequentially one at a time. After the allotted time, the current letter is removed from the screen and the next one is presented. Only the subject and letter currently displayed may be answered.

5. **TIMED RANDOM mode**—all letters are initially hidden. The letters are revealed randomly one at a time. After the allotted time, the current letter is removed from the screen and the next one presented. Only the subject and letter currently displayed may be answered.

VI. PARTY MODE—SPECIAL FEATURES

The full value and potential of PARTY mode should not be underestimated. In many respects, PARTY mode is the ideal way to play FACTS IN FIVE. Its strong points include the following:

1. The player's typing ability no longer becomes a factor.
2. Multiple players or groups of players can play the game simultaneously.
3. Subject selection, game variations, and scoring continue to be performed by the computer.
4. Although programming considerations led to a 4 team limitation for scoring purposes, any number of people can actively be involved in a classroom or teaching environment.

VII. CARD SELECTION CONCEPT:

COMPUTER FACTS IN FIVE borrows its "CARD SELECTION" concept directly from the original game. In the original, the game comes with a deck of 56 cards containing various subject matter. Four basic types of cards are used:

1. **CLASS cards**—Contains 1 major subject with up to 23 optional sub-categories.
2. **CLASS ONLY CHOICE cards**—Contains up to 16 subjects with no sub-categories.
3. **CLASS & CATEGORY CHOICE cards**—Contains up to 6 subjects each with a number of sub-categories.
4. **WILD CARDS**—A card allowing the player to specify his or her own subject.

For each round in the original, the card deck is shuffled and a total of 5 cards is dealt among the players. Each player then selects the major subject (the CLASS) and at his option its modifier (the CATEGORY) for each card he is dealt.

VIII. COMPUTER VERSION CARD SELECTION:

In the computer version, there are 2 major ways to select subject matter for the round. These are:

COMPUTER SELECT—where the computer automatically selects the subject matter at the beginning of each round.
PLAYER SELECT—where the players select subjects from the "cards" which are randomly selected by the computer. Player selection allows a degree of strategy between opponents, reduces the level of difficulty of the game, and introduces a great deal of flexibility into the game. The computer version handles card types as follows:

1. **CLASS cards**—The CLASS cards are the same as those in the original version. When a CLASS card is presented, the categories are shuffled and 9 of them randomly displayed. The player may select from 3 options given: a) refuse to pick a CATEGORY, b) select one of the 9 present, or c) select POT LUCK. This causes the computer to randomly select a CATEGORY from the complete set.
2. **CLASS ONLY CHOICE cards**—When presented, a CLASS ONLY CHOICE card will contain 5 classes randomly selected from 132 possibilities. The player must choose one of the five classes.

3. **CLASS & CATEGORY CHOICE cards**—The CLASS & CATEGORY CHOICE card are similar to those in the original version. When presented, this card type will contain 5 classes randomly selected from 66 possibilities. Once the player selects a class, the computer will then display the categories. As with CLASS cards, the player may select from 3 options given: a) refuse to pick a CATEGORY, b) select one from those presented, or c) select POT LUCK.
4. **WILD CARDS**—When presented, the player must specify his or her own subject matter. NOTE: Imaginative use of WILD CARDS create wonderful opportunities for educational and family use. Simplified categories for children or specialized subject matter may be used by selecting the WILD CARD ONLY option during program initialization.

IX. LETTER SELECTION:

Letters for each round are always selected by the computer. However, the player may influence the way that letters are selected during initialization. Three variations are provided:

1. **NORMAL**—5 unique letters are randomly selected for each of the 5 subjects.
2. **TRADITIONAL**—5 unique letters are randomly selected. The same letters are used for all subjects.
3. **WILD LETTERS**—All letters selected are WILD (*). This means that any letter in the alphabet may be used.

X. OPPORTUNITY TO REDEFINE ALPHABET:

An important option in **COMPUTER FACTS IN FIVE** is the ability to redefine the 26 letter alphabet during program initialization. This option is included to allow the players to eliminate difficult letters (i.e. Q, X, Z) from play. This option can also be used to increase the probability for getting desirable letters by including those letters multiple times. One could even define an alphabet containing all A's or ABC's.

XI. KEY WORDS:

Generally, the "key word" in an entry is the first word. However, if the first word or title prefix of an entry is part of the Class or Category, the next "main" word is to be regarded as the key word. A person's last name or surname must always be regarded as the key word. Stage or titled names are permissible if validated. The articles "a", "an", and "the" are never key words.

XII. VALIDATING ENTRIES:

Any player may challenge an entry. Minor variations in spelling should be allowed except in those Class/Categories where the word spelling is part of the entry requirement. The first letter of the "key word", however, must be correct. All challenged entries are read aloud; if at least one other player recognizes or accepts the word or phrase as correct for its Class/Category and letter, the entry is valid. Disputes arising out of challenged or invalidated entries are resolved by majority vote of the players. (Player who wrote entry does not vote.)

ALTERNATE METHOD: This method uses any available reference books (almanacs, dictionaries, encyclopedias, etc.) to resolve disputes arising out of questionable entries. Entries that cannot be verified by reference books are then subject to a majority vote in the usual manner.

XIII. SCORING:

The TRADITIONAL method of scoring is designed to affect the strategy of the game. There are actually three scores per round: GENERAL, SPECIAL and TOTAL. The algorithm used is:

a) Award 1 point to each correct answer.
b) For each row (Class/Category), sum the number of points and square them.
c) Sum the squared values to arrive at the SPECIAL score.
d) For each column (Letters), sum the number of points and square them.
e) Sum the squared values to arrive at the GENERAL score.
f) Add the GENERAL and SPECIAL scores to arrive at the TOTAL score.

SPECIAL SCORE: This score is a comparative index of the depth of a player's factual knowledge and his ability for quick recall "within specific classes" of subject matter.

GENERAL SCORE: This score is a comparative index of the extent of a player's factual knowledge and his ability for quick recall "across many different and unrelated classes" of subject matter.

TOTAL SCORE: This score is strictly a numerical value which gives a comparative index of a player's ability to complete more valid **COMPUTER FACTS IN FIVE** entries than any other player. Theoretically, a player could score 250 points per round; however, any score over 100 points per round is generally above average. A score of 50 points might be considered very high with a difficult combination of letters and classes.

XIV. BONUS POINTS:

COMPUTER FACTS IN FIVE may be scored in the TRADITIONAL manner described above; however, a special mechanism was built into the computer version which allows for the use of BONUS points. BONUS points are allowed in order to introduce new strategies into the game and to provide for handicaps. Recommended variations of game play utilizing BONUS points are as follows:

STANDARD variation #1—Award 1 point to a correct answer that fits the Class but not the Category. Award BONUS points to a correct answer that fits both the Class and the Category. If this variation is in effect, BONUS points should be awarded to any correct answer for which the Category is not required.

STANDARD variation #2—Award 1 point to a correct answer that fits the Class and Category, but does not start with the designated letter. Award BONUS points to a correct answer that fits the Class and Category and also starts with the designated letter.

HANDICAP variation—The players themselves determine an appropriate method of handicapping younger players by use of BONUS points. One such method might be to allow Player A to get BONUS points, while Player B cannot.

XV. EDUCATIONAL AND FAMILY USE:

One very special variation of **COMPUTER FACTS IN FIVE** is the ability to allow the players themselves to define their own subject matter via the use of WILD CARDS. This variation (PLAYER SELECT, WILD CARDS ONLY) can be used to introduce new and unique sets of data that will appeal to children and adults alike. With the aid of an adult, or an older child, even young children can enjoy **COMPUTER FACTS IN FIVE.** Appropriate subjects is all that are necessary. Consider such topics as:

any word
girls names
boys names
things we eat
things we wear
things we play with
things on a farm
things at a zoo
winter things
summer things
fat things
round things
noisy things
things that fly

So go ahead. Play **COMPUTER FACTS IN FIVE** with your children. Use WILD CARDS; use PARTY MODE; but most important of all, use your imagination.

XVI. HOW TO INTERACT WITH YOUR COMPUTER:

Every attempt has been made to make **COMPUTER FACTS IN FIVE** user-friendly and nearly self-explanatory.

XVII. INITIALIZATION PROCESS:

Once initialization begins, the player is asked to specify a MATCH number. This may be any number between 1 and 999. Thereafter, the player must specify the playing options desired and optionally reset:

a) the time limit
b) the number of rounds per game
c) the number of games per match
d) the alphabet
e) letter options, or
f) printer availability.

When satisfied, the **START** key is hit. If DISKETTE, the appropriate program will be loaded and executed automatically.

XVIII. SPECIAL COMPUTER FEATURES

ATARI®:

1. Anytime during the actual play of a round, the **ESCAPE** key may be used to end play for the current player. This is useful if the player cannot answer the remaining questions and a large amount of time remains in the round.
2. Anytime during the entry of an answer, the **CLEAR** key can be used to erase the answer.
3 For any typed response, the backspace key **(BACK S)** may be used to delete the last character.

IBM®:

1. The **ESCAPE** key is always active during the play of a round. If a great deal of time remains and the player cannot think of more answers, hitting **ESCAPE** causes the program to skip the remaining time.
2. The **HOME** key is active during singles and doubles data entry. Hitting this key clears the input buffer, and allows the player to re-enter an answer.
3. For the "traditional" mode of play, the cursor can be positioned using the cursor control keys.
4. The default values for "Number of Rounds" and "Number of Games" were defined for a system containing 64K of RAM. If more memory is available, these default values may be increased. If not, changing these values may cause the program to abort.

® Trademarks of Warner Communications and International Business Machines Inc.

XIX. DISKETTE LOADING INSTRUCTIONS

ATARI® and APPLE®:

This is an auto-boot diskette. Put the diskette in your disk drive and boot the system. The program will load and run automatically.

IBM®:

Insert your system diskette into drive A and boot the diskette. Load ADVANCED BASIC by typing

BASICA

and pressing the ENTER key. Note: if a communications adaptor is installed in your IBM type **BASICA /C:0**

When BASICA has loaded, remove the system diskette and insert the game disk into drive A. Type

RUN"FACTS"

and press the ENTER key. The game program will load and play will begin.

® Trademarks of Warner Communications, Apple Computers, Inc. and International Business Machines Inc.

IF YOU CANNOT LOAD THE PROGRAM

1. Check your equipment carefully to be sure that all cables and connections are correct.
2. Re-read the section in your computer's manual that tells you how to load software. Try to load software again.
3. If you can adjust the volume on your recorder, try different settings, both higher and lower.
4. If possible, load another program from a tape or disk you know works on your computer. This will prove that your equipment works. Try once more to load your game.
5. The normal reason software will not load is tape recorder or disk drive head misalignment. Your computer may be able to save and load programs on its own recorder, but be unable to read software made on a different recorder for this reason. Be sure your recorder heads are correctly aligned. Your local computer store or dealer can help you with this.
6. If the program still cannot be loaded, send the software, with a complete description of the problem (what type of computer you have, what the computer says, if anything, when you try to load the software or play the game, and what you did to try to get it to load) to:

Avalon Hill Microcomputer Games
4517 Harford Road
Baltimore, Maryland 21214

Defective software will be replaced.

QUESTIONS ON PLAY

The clarity of these rules has been verified by *Software Testers of Universal Microcomputer Programmers (STUMP)* and deemed *"complete"* in all facets of instruction. Please re-read them in areas that seem unclear at first reading. Questions on play can be answered by the factory *only* upon receipt of a self-addressed envelope bearing first-class postage.

YOU NAME IT, WE'VE GOT A GAME ON IT . . .

The Avalon Hill Game Company is the world's largest publisher of a great variety of strategy board games of skill. We manufacture over 150 games; including wargames, sports strategy and statistical replay games, games of power politics, adventure and role-playing games, as well as fantasy and science fiction games. For complete information with pretty pictures, write the factory and ask for a *Complete Game Catalog*. Consult parts list for current price.

The Avalon Hill Game Company
Consumer Relations
4517 Harford Road, Baltimore, MD 21214

PLAYER/TEAM: Bill & Mary

COMPUTER FACTS IN FIVE
PARTY MODE ANSWER PAD

GAME NO. 2
ROUND NO. 1

CLASS/ CATEGORY	INITIAL LETTERS				
World Leaders — American	S	T — Taft	N — Nixon	H — Hoover	J — Johnson
Mountain Peaks — Asian	* — Fuji	U	*	E — Everest	U
Famous Painting Titles	K	I	G — Garden of Earthly Delights	* — Mona Lisa	T — Three Musicians
American State Nicknames	E — Empire State	A — Aloha St.	O	V — Volunteer State	S
Poets — Past	R	F — Frost	B	* — Shakespeare	X

W2249
9/82

4340103

Sample of completed "Party Mode Answer Pad"

GAME DESIGN

COMPUTER FACTS IN FIVE is based on the Avalon Hill Leisure Time Game, "FACTS IN FIVE".

Computer Game Design and Programming: Paul F. Granchelli

Production Coordination: Michael G. Cullum
Paste Up: Charles Kibler
Prep. Dept. Coordinator: Elaine M. Adkins
Typesetting: Colonial Composition
Printing: Monarch Services
Playtesters: Harold Cohen
Nettie Clifton
Michael G. Cullum
Glenn Scanlon
Charles Kibler

COMPUTER FACTS IN FIVE

TABLE I

GAME VARIATIONS

A1-TRADITIONAL
A2-SEQUENTIAL
A3-RANDOM
A4-TIMED SEQUENTIAL
A5-TIMED RANDOM

CARD SELECTION OPTIONS

B1-COMPUTER SELECT: CLASS ONLY
B2-COMPUTER SELECT: CLASS + OPTIONAL CATEGORY
B3-COMPUTER SELECT: CLASS + REQUIRED CATEGORY
B4-PLAYER SELECT: CLASS ONLY
B5-PLAYER SELECT: CLASS + OPTIONAL CATEGORY
B6-PLAYER SELECT: CLASS + REQUIRED CATEGORY
B7-PLAYER SELECT: WILD CARDS ONLY

LETTER OPTIONS

C1-NORMAL
C2-TRADITIONAL
C3-WILD ONLY

NOTE: In some versions of **COMPUTER FACTS IN FIVE,** the PLAYER SELECT option for party mode is only for WILD CARDS. In that instance, codes B4-B7 will all yield WILD CARDS ONLY.

microcomputer games
A Division of **THE AVALON HILL GAME CO.**
Baltimore, Maryland Printed in USA

©1982 **The Avalon Hill Game Company**
All Rights Reserved
Computer Program and Audio Visual Display Copyrighted

UNAUTHORIZED REPRODUCTION OF THIS GAME IN ANY FORM IS SPECIFICALLY PROHIBITED. WE CONSIDER ANY VIOLATION OF THIS REQUEST DETRIMENTAL TO OUR LEGAL RIGHT TO EXIST IN A COMPETITIVE BUSINESS ENVIRONMENT.

W2221
9/82

43452/53/5401